

FIG. 1

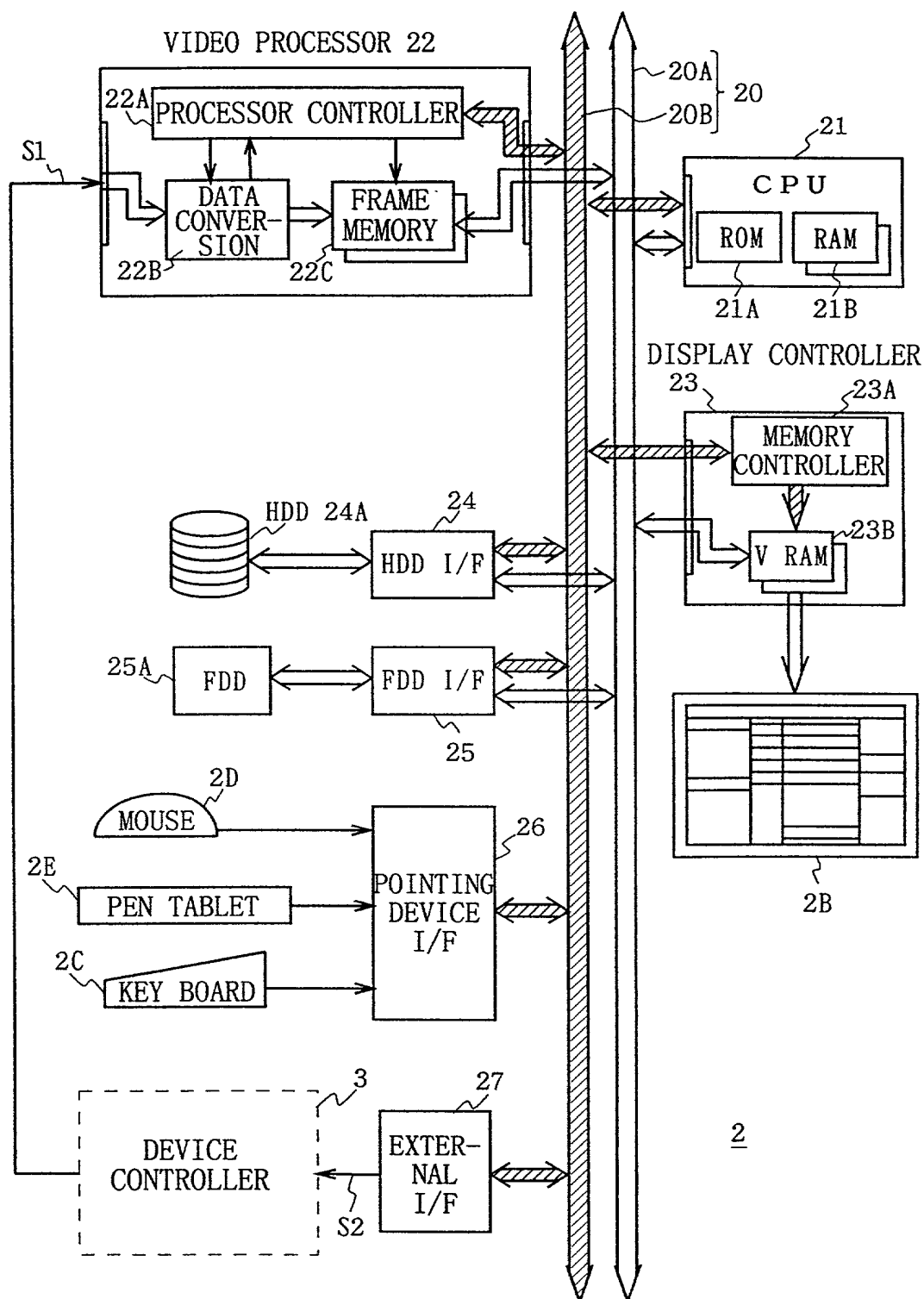


FIG. 2

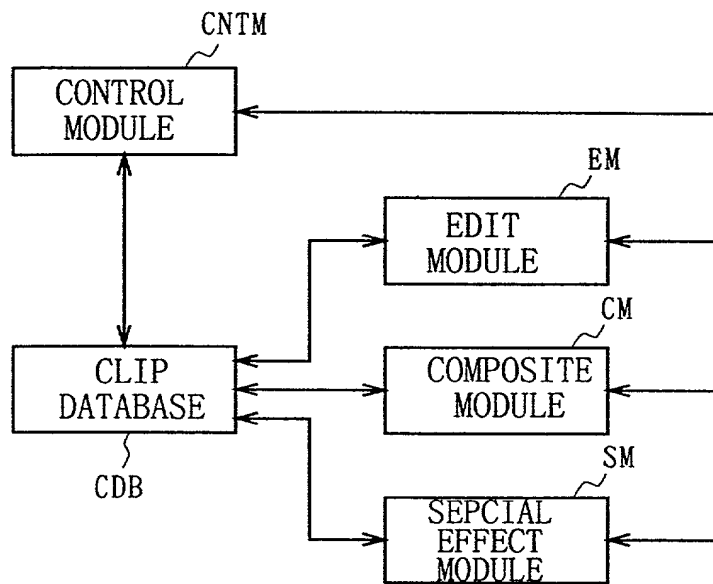


FIG. 3

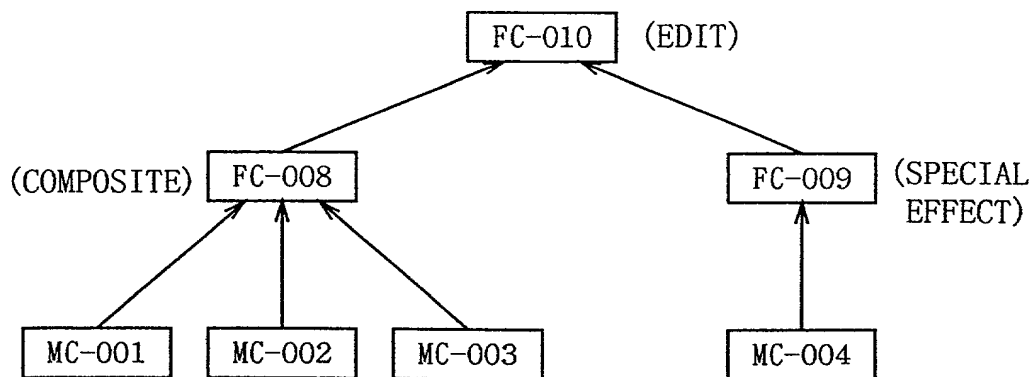


FIG. 4

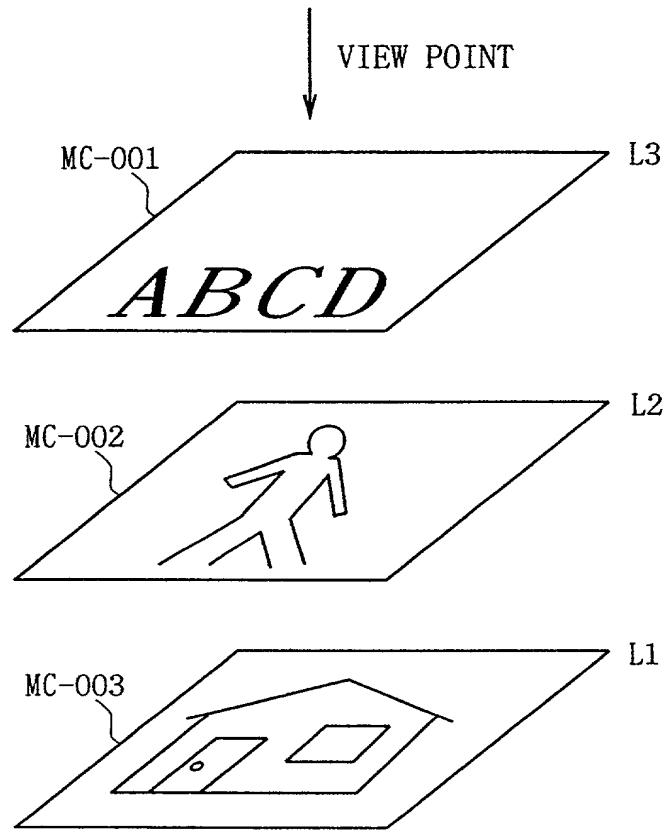


FIG. 5

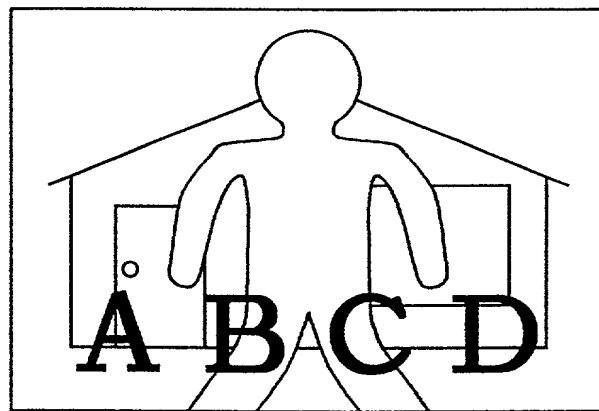


FIG. 6

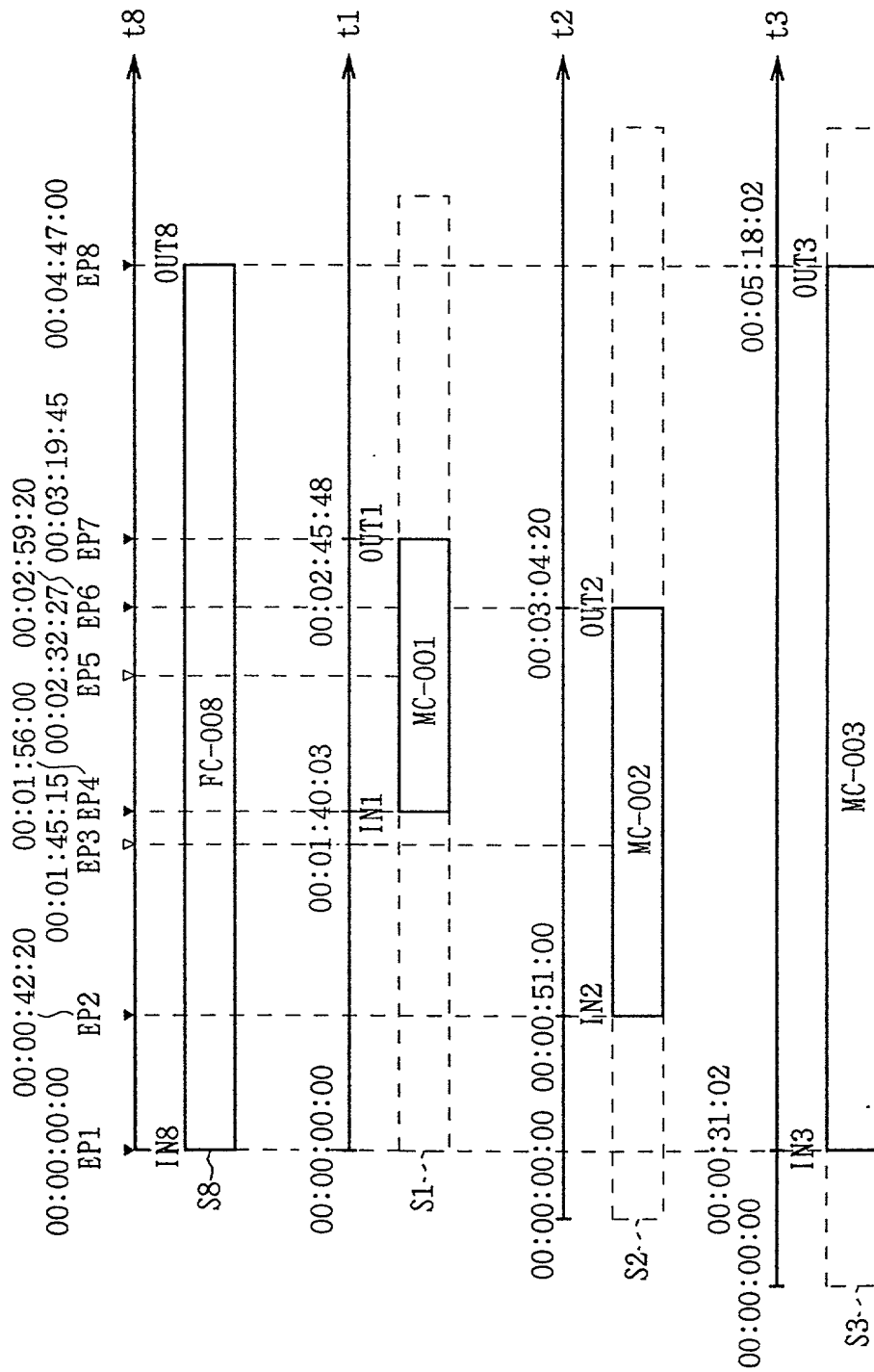


FIG. 7

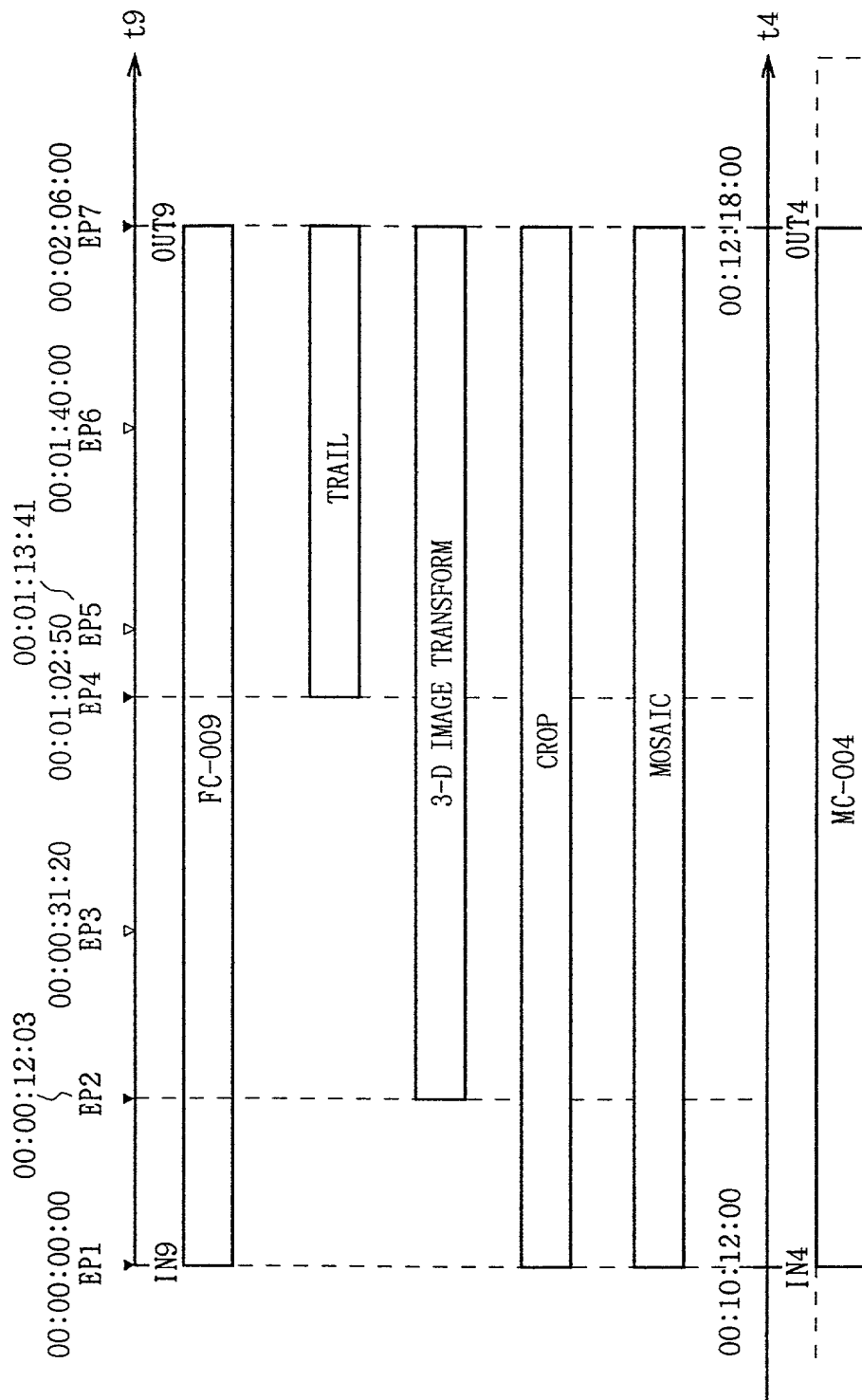


FIG. 8

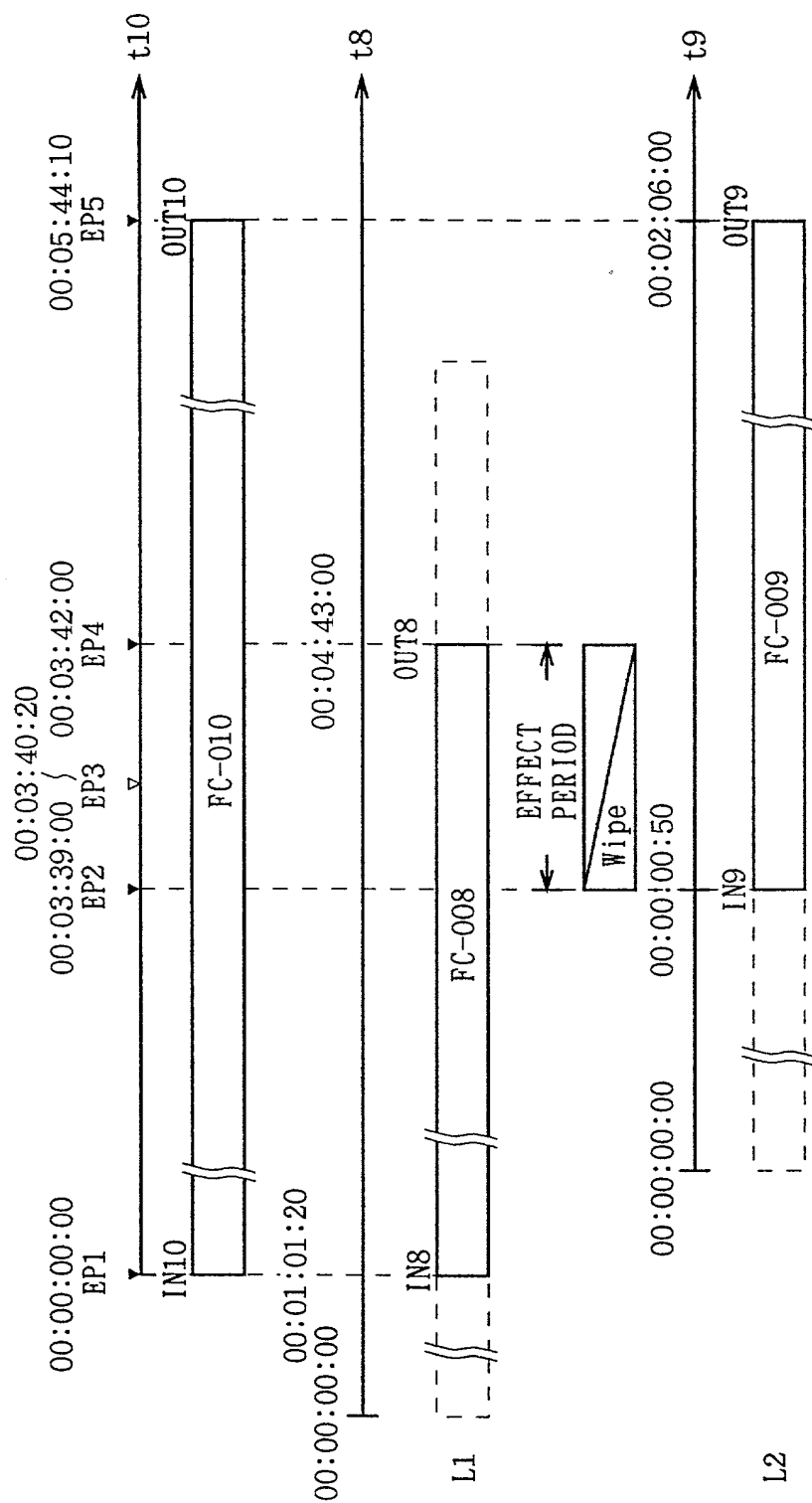


FIG. 9

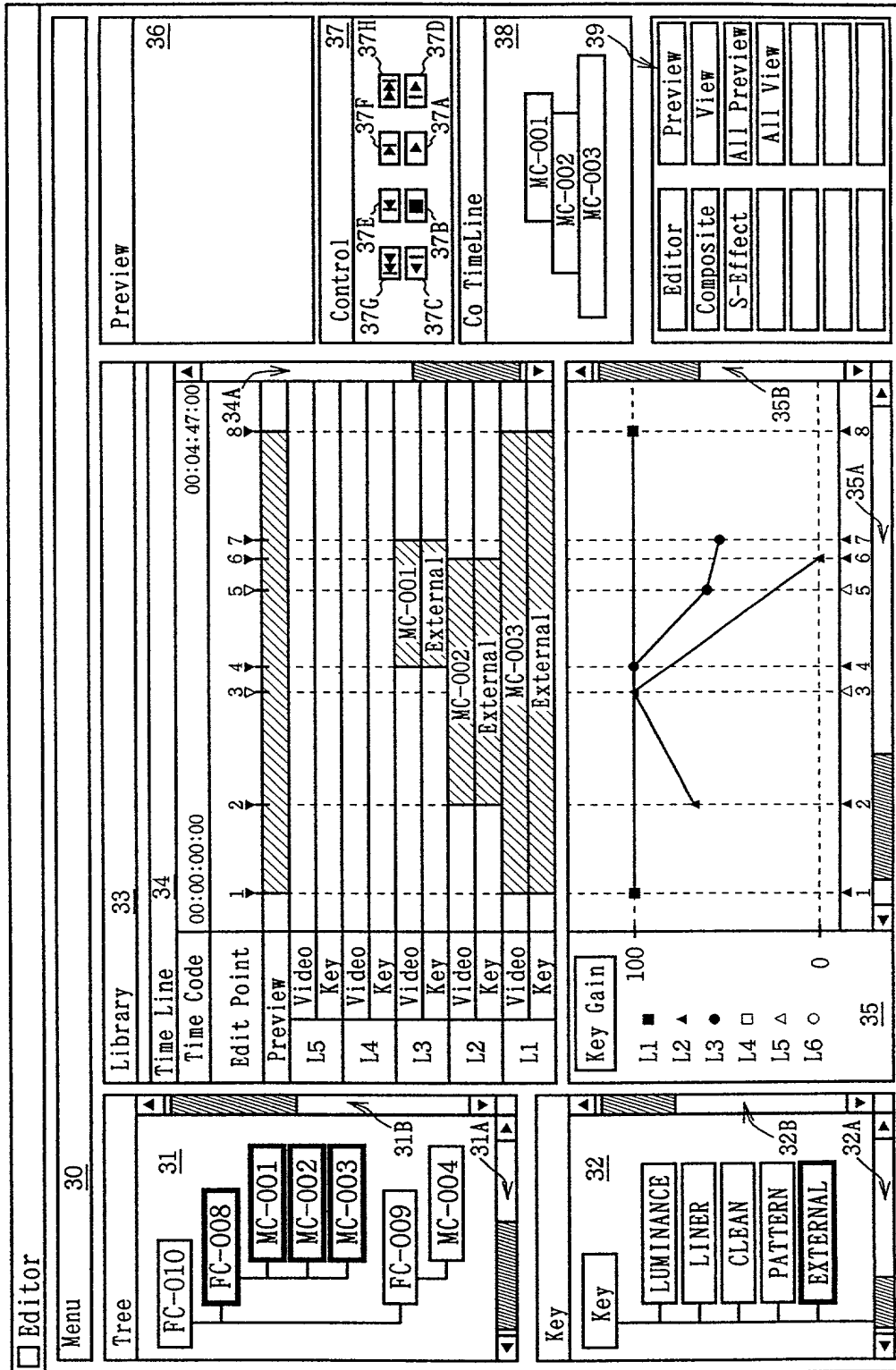
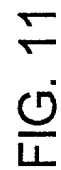


FIG. 10



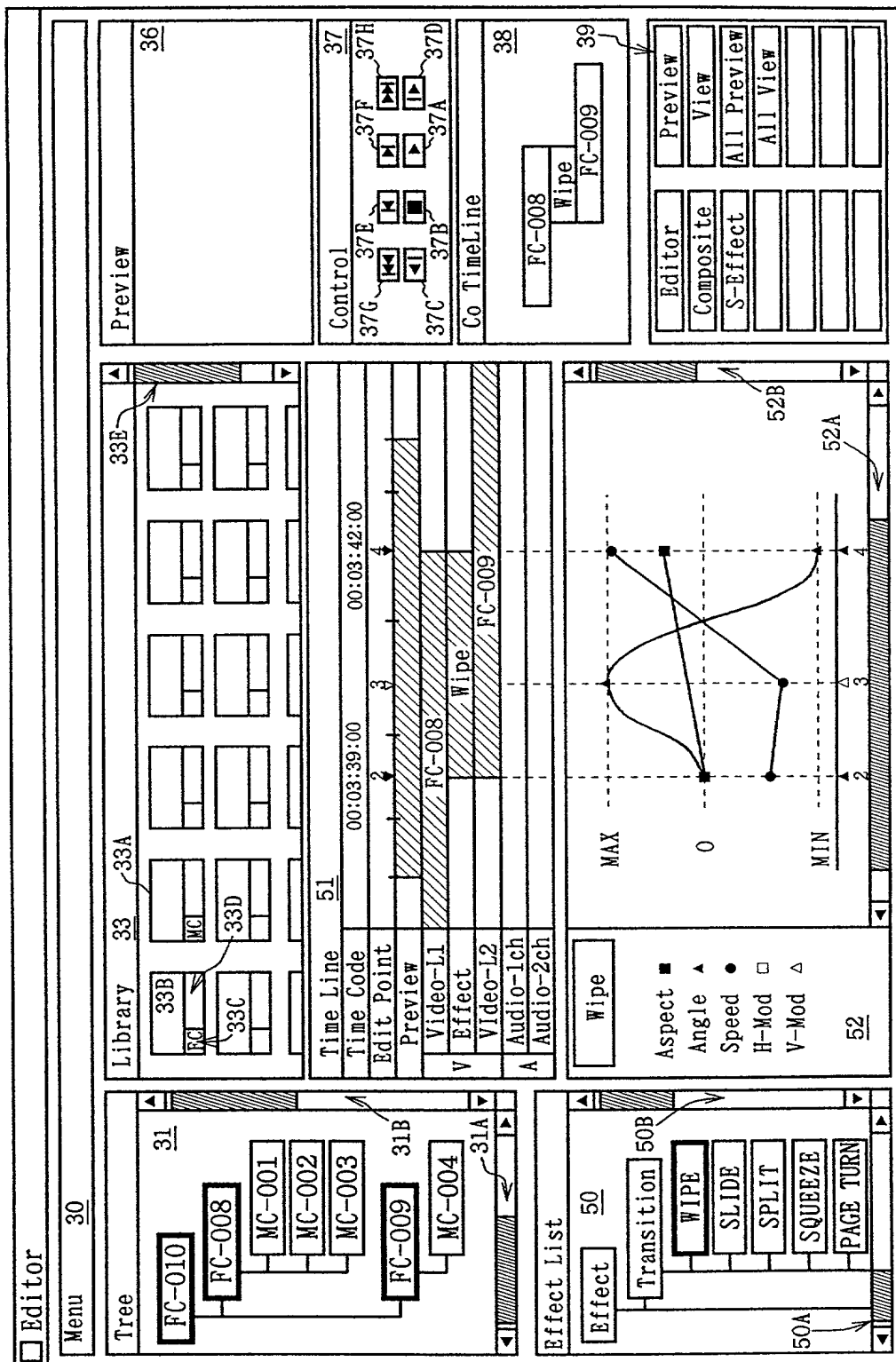


FIG. 12

CLIP ID CODE	CLIP NAME	AT- TRIB- UTE	POINTER TO IMAGE DATA	DURATION	PARENT LINK ID CODE	CHILD LINK ID CODE			ENABLE/ DISABLE FLAG	WORK DATA		
						L 1	L 2	L 3		MODULE ID CODE	EDITING POINT DATA	IMAGE PROCESSING DATA
001	MC-001	M	8 byte	00:08:02:10	008				E			
002	MC-002	M	8 byte	00:05:11:00	008				E			
003	MC-003	M	8 byte	00:10:55:01	008				E			
004	MC-004	M	8 byte	00:20:31:07	009				E			
005	MC-005	M	8 byte	01:02:20:29					D			
006	MC-006	M	8 byte	00:00:10:00					D			
007	MC-007	M	8 byte	00:02:28:18					D			
008	FC-008	F	8 byte	00:04:47:00	010	003	002	001	E	C	EDIT P DATA	COMP DATA
009	FC-009	F	8 byte	00:02:06:00	010	004			E	S	EDIT P DATA	S-EFFECT DATA
010	FC-010	F	8 byte	00:05:44:10	000	008	009		E	E	EDIT P DATA	EDIT DATA

FIG. 13

CLIP ID CODE	CLIP NAME	PARENT LINK ID CODE	CHILD LINK ID CODE			ENABLE/ DISABLE FLAG	MODULE ID CODE	WORK DATA	
			L 1	L 2	L 3			EDITING POINT DATA	IMAGE PROCESSING DATA
001	MC-001	008				E			
002	MC-002	008				E			
003	MC-003	008				E			
004	MC-004	009				E			
005	MC-005					D			
006	MC-006					D			
007	MC-007					D			
008	FC-008	010	003	002	001	E	C	EDIT P DATA	COMPOSITE DATA
009	FC-009	010	004			E	S	EDIT P DATA AFTER MODIFICATION	S-EFFECT DATA AFTER MODIFICATION
010	FC-010	000	008	009		E	E	EDIT P DATA	EDIT DATA
009BK1	FC-009BK1	010	004			D	S	EDIT P DATA BEFORE MODIFICATION	S-EFFECT DATA BEFORE MODIFICATION

FIG. 14

EDITING POINT DATA									
	EDIT- ING POINT	I D	E P						
			1	2	3	4	5	6	7
008	L 1	TIME CODE	00:00:00:00	00:00:42:20	00:01:45:15	00:01:56:00	00:02:32:27	00:02:59:20	00:03:19:45
		IN	00:00:31:02						
	L 2	OUT							00:05:18:02
		IN		00:00:51:00					
	L 3	OUT						00:03:04:20	
		IN				00:01:40:03			
		OUT							00:02:45:48

FIG. 15

EDITING POINT DATA									
	EDIT- ING POINT	I D	TIME CODE						
			EP 1	EP 2	EP 3	EP 4	EP 5		
010	L 1	IN	00:00:00:00	00:03:39:00	00:03:40:20	00:03:42:00	00:05:44:10		
		OUT	00:01:01:20						
	L 2	IN		00:00:00:50		00:04:43:00			
		OUT					00:02:06:00		

FIG. 17

COMPOSITE DATA									
008	EDITING POINT ID	EP1	EP2	EP3	EP4	EP5	EP6	EP7	EP8
	L1 COMPOSITE GAIN	100	--	--	--	--	--	--	100
	L2 COMPOSITE GAIN		59	100	--	--	0		
	L3 COMPOSITE GAIN				100	67	--	51	

FIG. 18

SPECIAL EFFECT DATA												
009	L1	E1										
		E2										
	L1	E3	EFFECT ID	EP1	EP2	EP3	EP4	EP5	EP6	EP7		
			EDIT P ID									
			Loc X		0	--	0	--	-1.6	-1.6		
			Loc Y		0	--	--	--	0	+2.0		
			Loc Z		0	--	--	--	+2.2	+2.2		
			Rot X		0	--	--	-180	--	-102		
			Rot Y		0	--	--	--	--	0		
			Rot Z		0	--	--	--	--	0		
			Asp		0	--	--	--	--	0		
			Skew		0	--	--	--	--	0		
			Pers		0	--	--	--	--	0		
	E4											

FIG. 19

EDIT DATA										
010	EFFECT ID	0001								
	EDIT P ID	EP 1	EP 2	EP 3	EP 4	EP 5				
	A s p e c t		0	--	+25					
	A n g l e		0	+180	-180					
	S p e e d		20	20	100					
	H-Mod		0	--	0					
	V-Mod		0	--	0					

FIG. 20

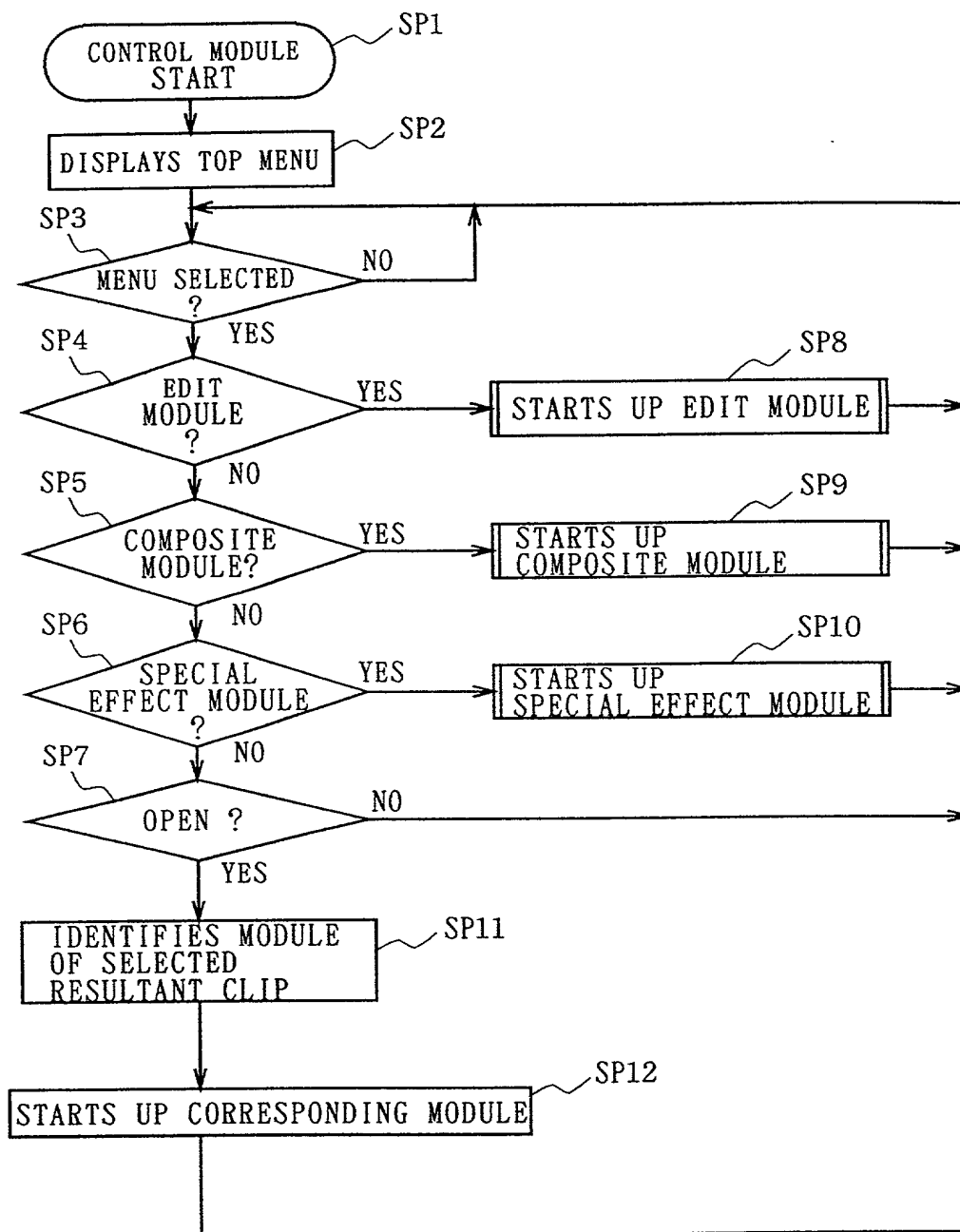


FIG. 21

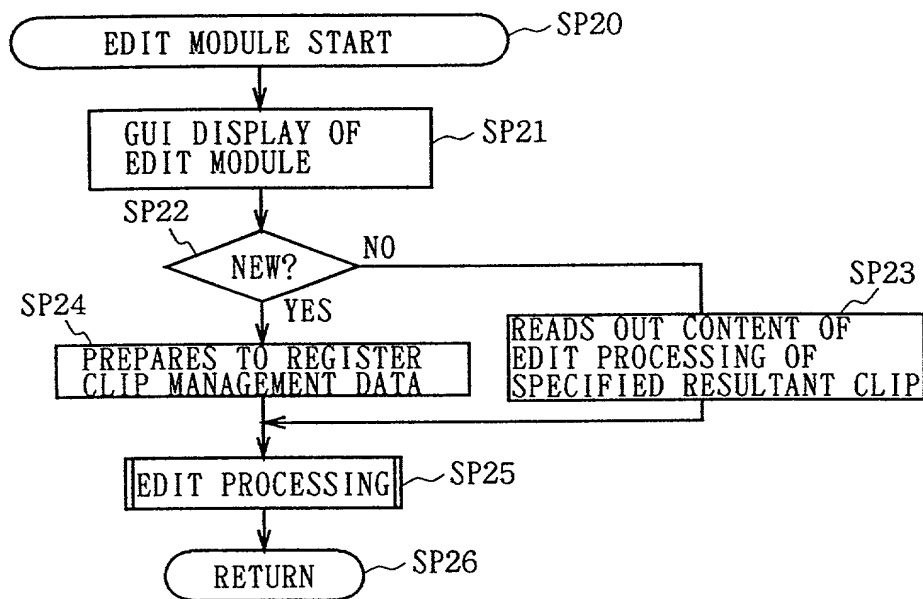


FIG. 22

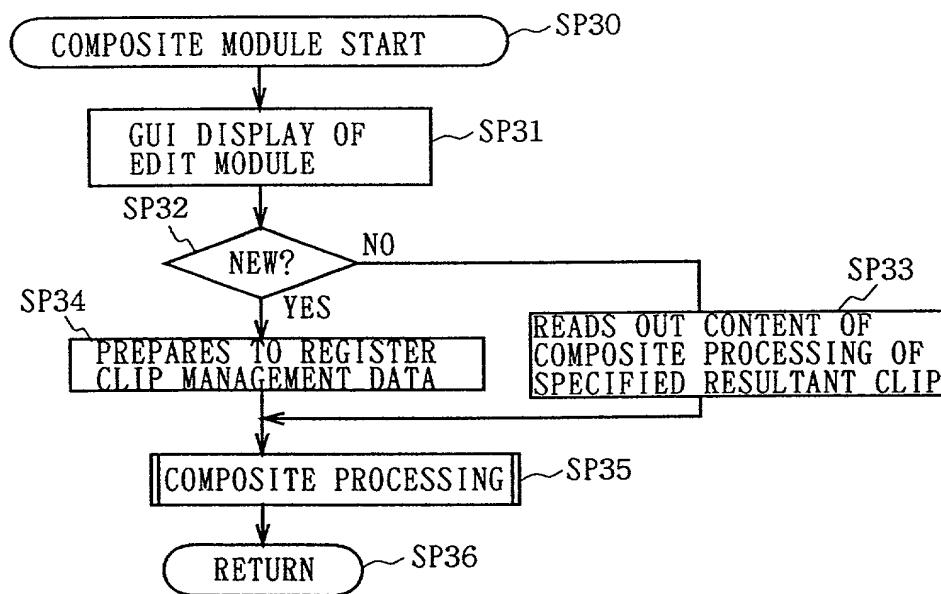


FIG. 23

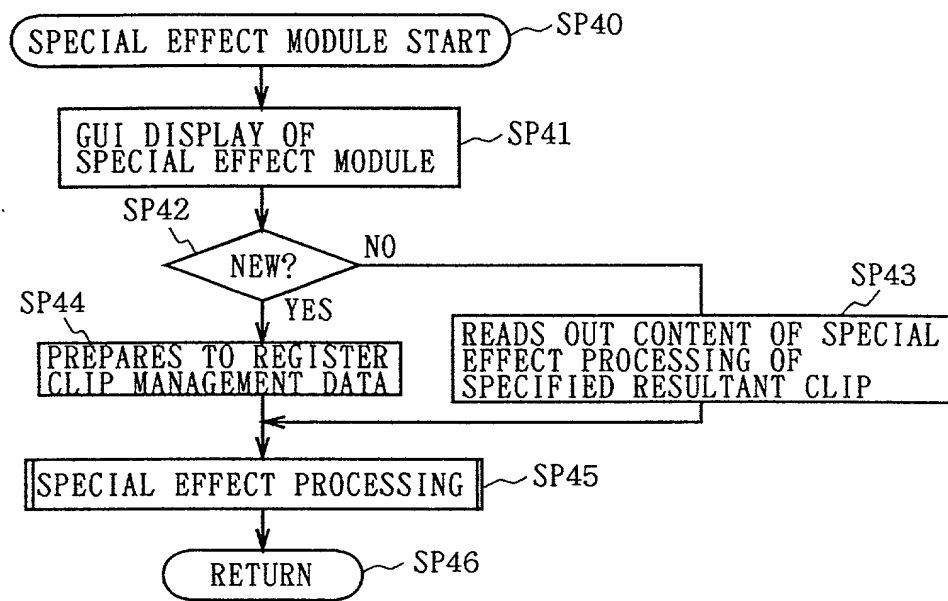


FIG. 24

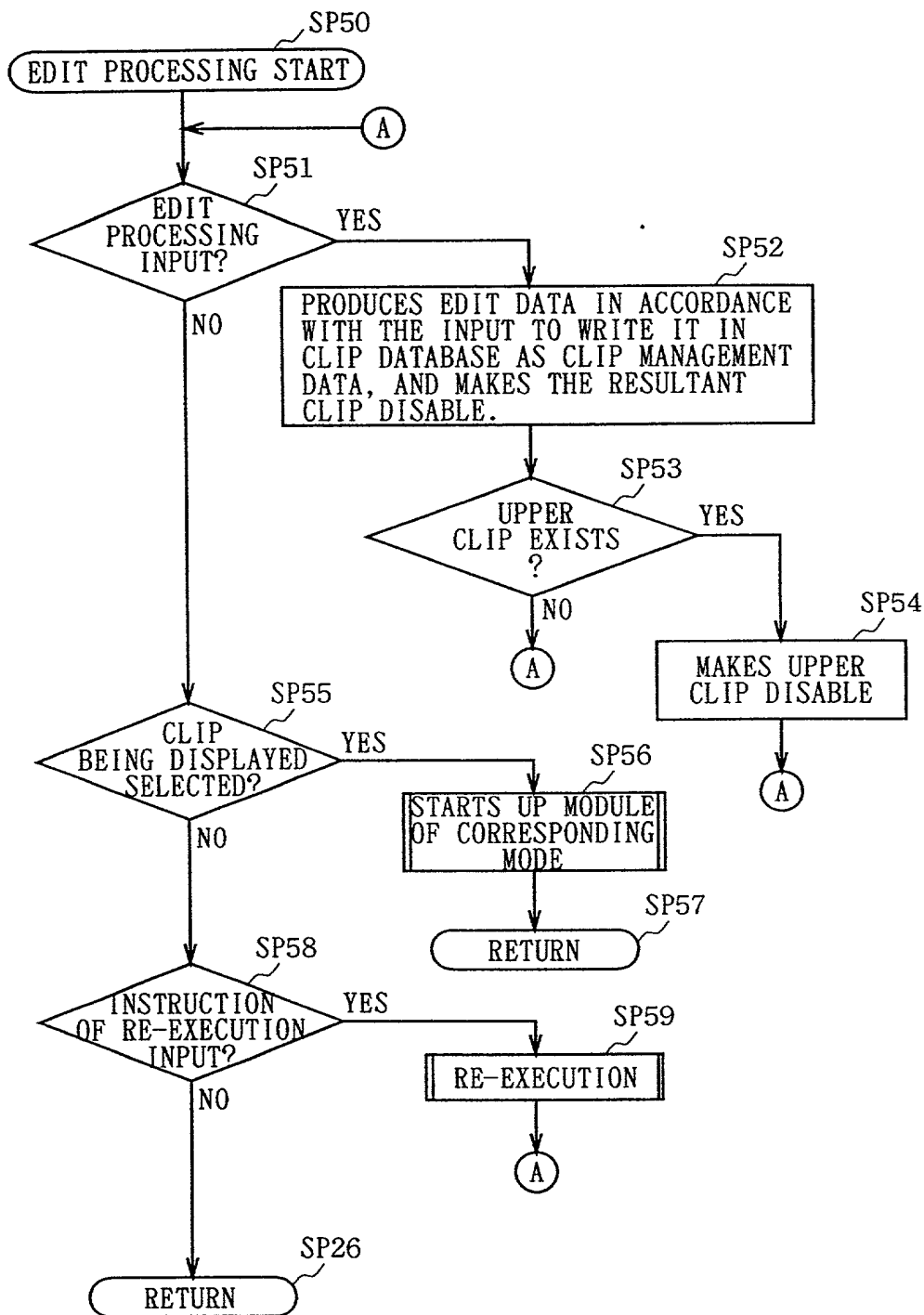


FIG. 25

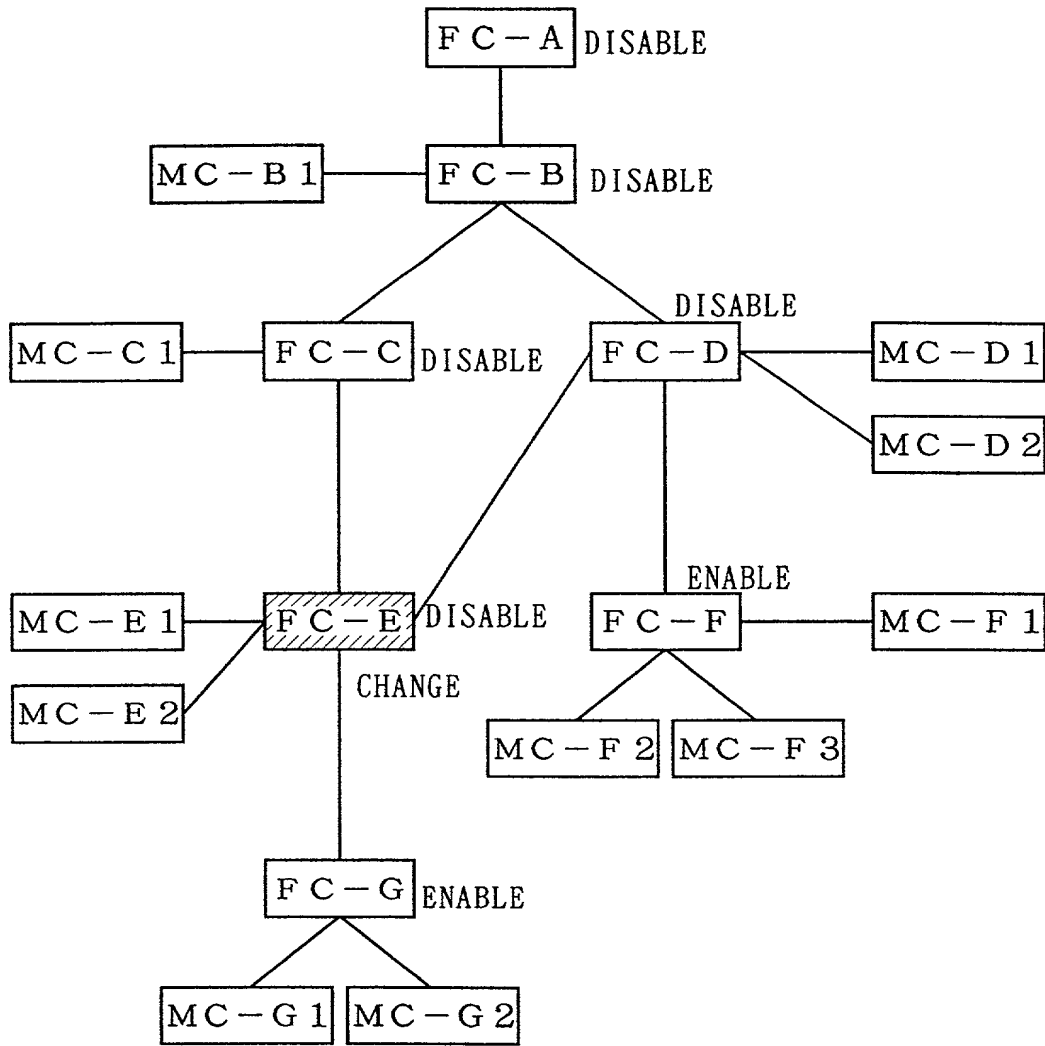


FIG. 26

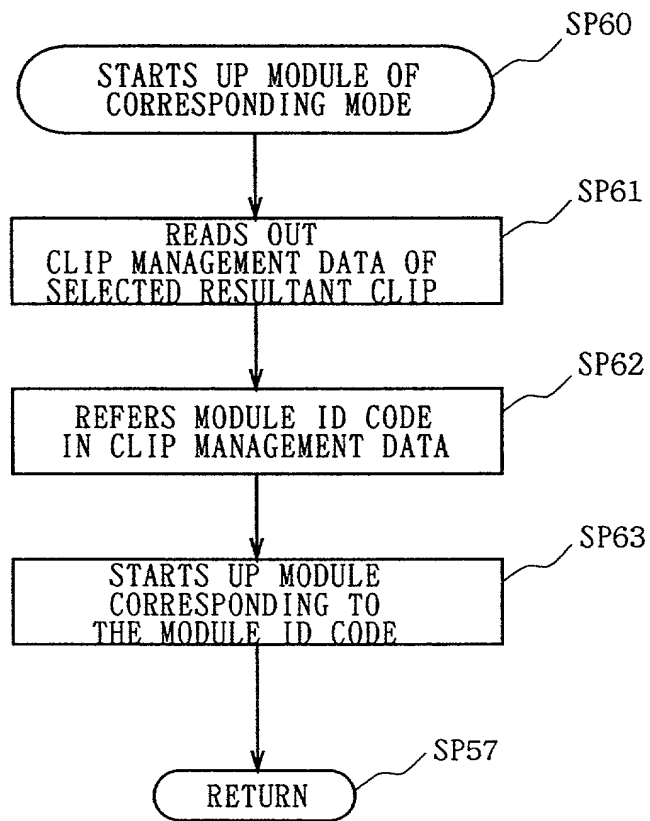


FIG. 27

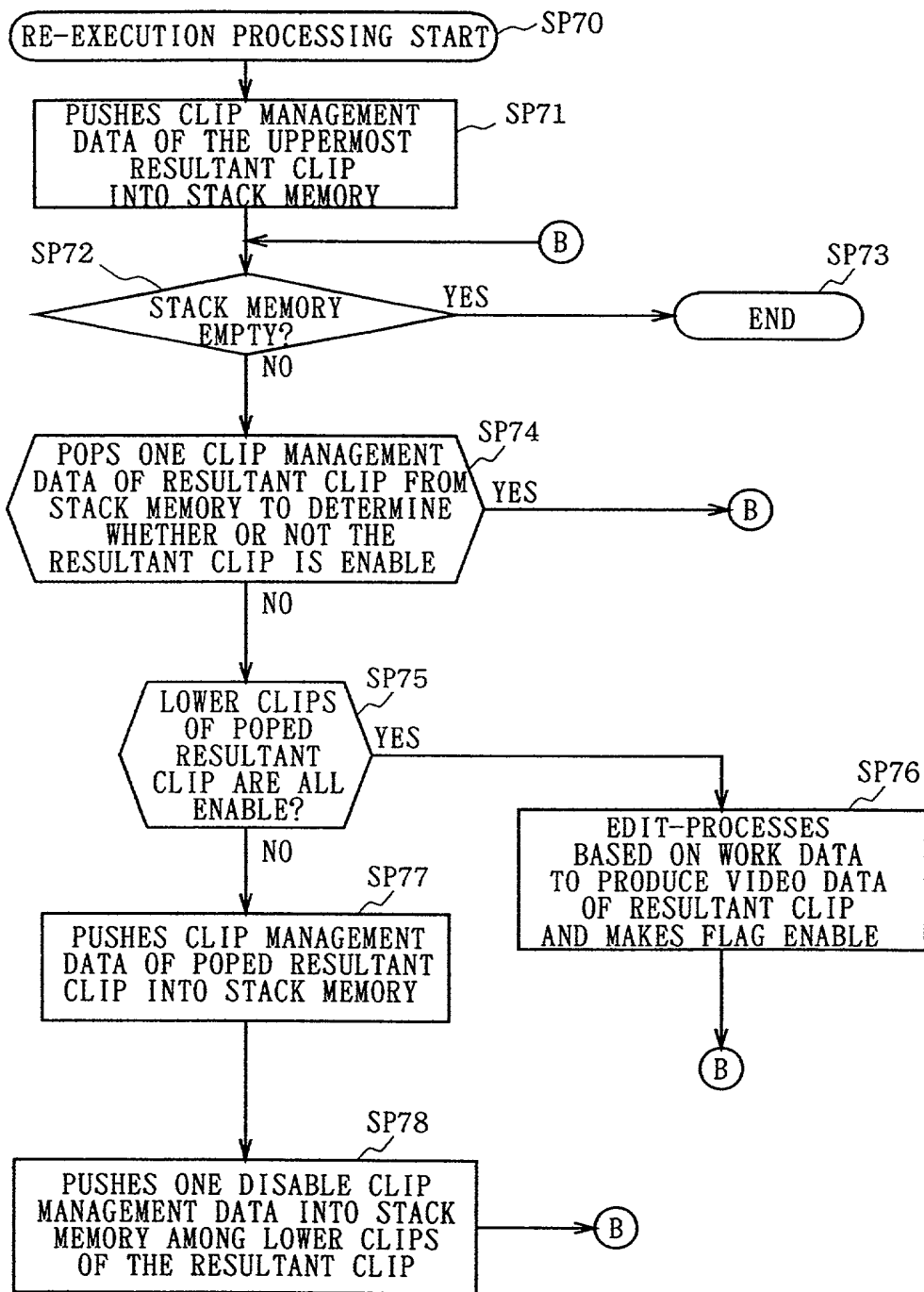


FIG. 28

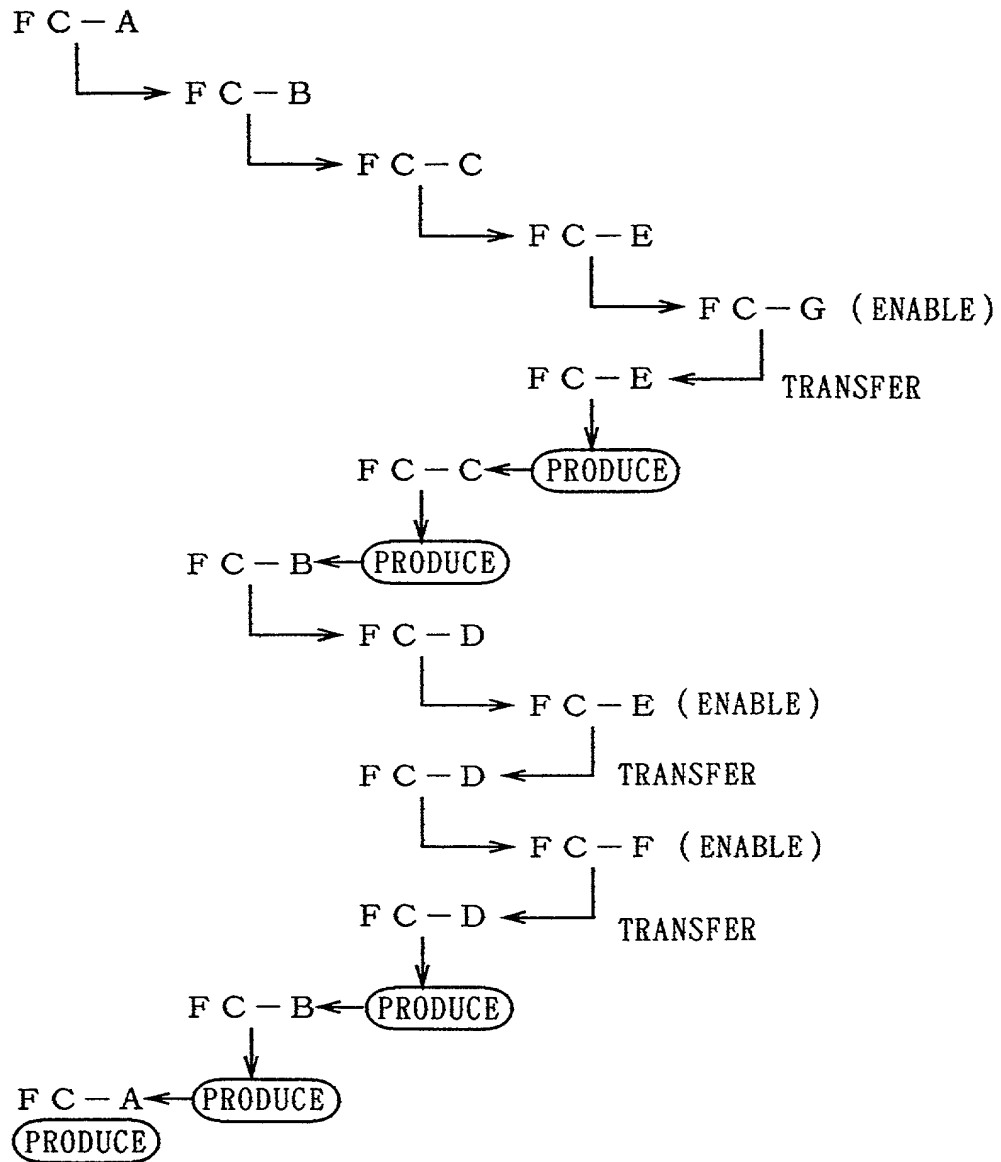


FIG. 29

DESCRIPTION OF REFERENCE NUMERALS

1...editing system, 2...work station, 2A...body, 2B...display, 2C...key board, 2D...mouse, 2E...pen tablet, 3...device controller, 4...exclusive controller, 5...video disk recorder, 6...video tape recorder, 7...switcher, 8...video camera, 9...digital multi-effector, 10...monitor, 11...audio mixer, 20...system bus, 21...CPU, 21A...ROM, 21B...RAM, 22...video processor, 23...display controller, 24...HDD interface, 25...FDD interface, 26...pointing device interface, 27...external interface, 30...menu window, 31...clip tree window, 32...key window, 33...library window, 34, 41, 51...time line window, 35...parameter setting window, 36...preview screen display window, 37...device control window, 38...edit content display window, 39...control command window, 40, 50...effect selection window, 42, 52...parameter setting window.